

Lensing in a clumpy Universe

Séminaire du *GR ϵ CO*

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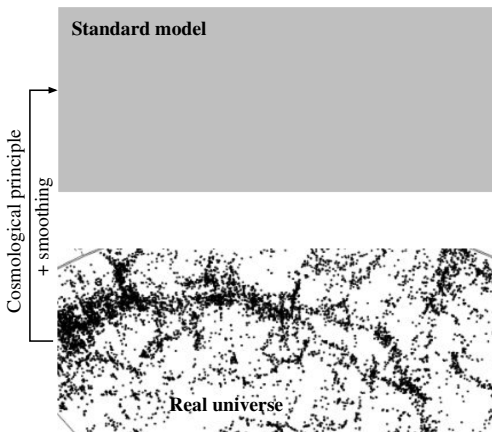
Outline

- 1 Fluid limit and observations in cosmology
- 2 Geometric optics in curved spacetime
- 3 Observations in a Swiss-cheese universe
- 4 Stochastic lensing

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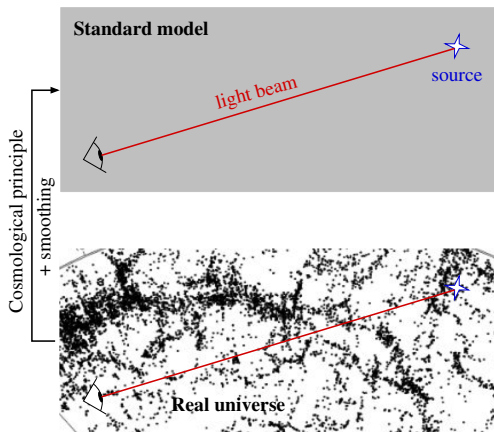
The fluid limit in cosmology



In standard cosmology:

- matter is described as a fluid (continuous medium);

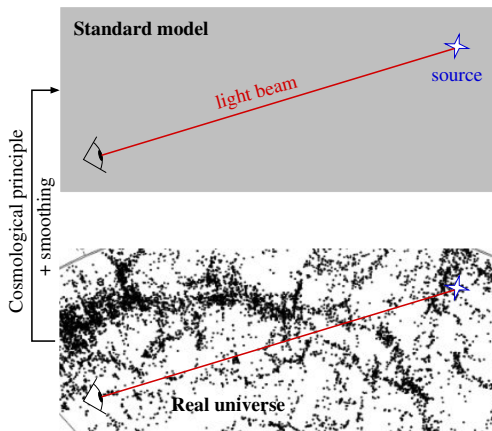
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In standard cosmology:

- matter is described as a fluid (continuous medium);
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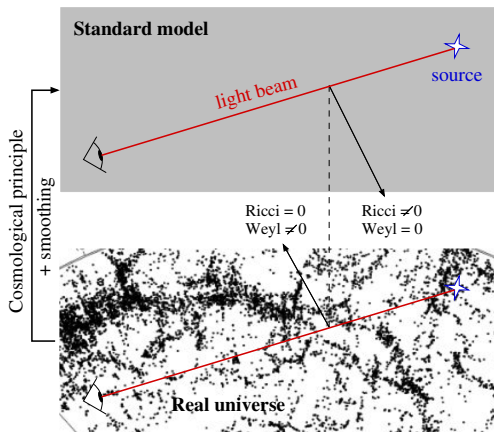
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The fluid limit in cosmology



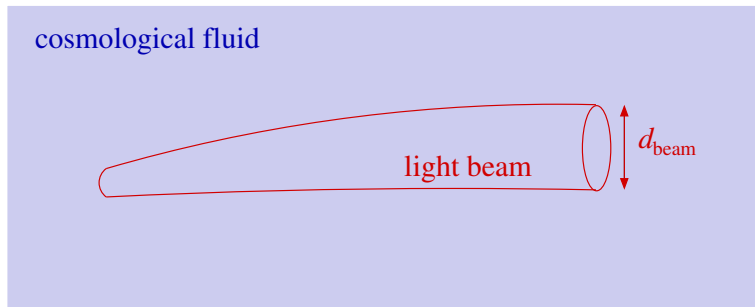
In standard cosmology:

- matter is described as a fluid (continuous medium);
- we assume that light propagates through this fluid;
- observations are interpreted in this context;
- it raises the so-called *Ricci-Weyl paradox*.

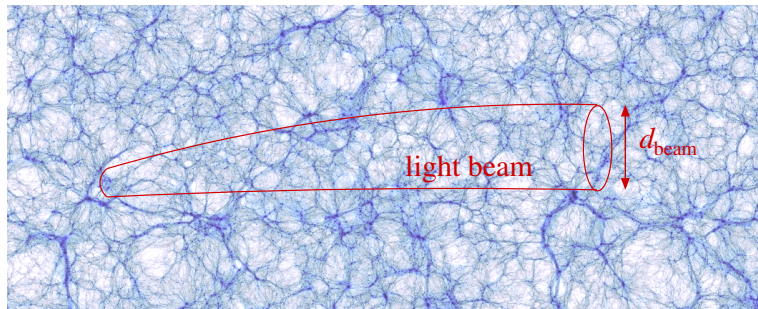
General Question [Zel'dovich 1964... Clarkson et al. 2011]

Is the fluid limit a good framework to interpret observations?

Which observations are concerned?

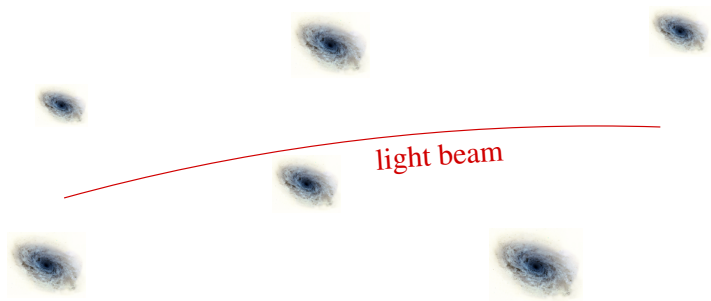


Which observations are concerned?



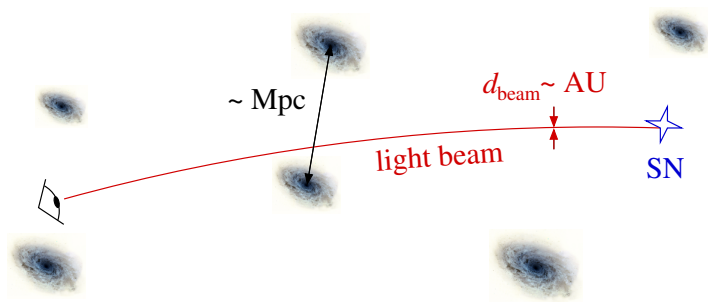
- The fluid limit should be **valid** if $d_{\text{inhom}} \ll d_{\text{beam}}$;

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- It is **questionable** if $d_{\text{inhom}} \gg d_{\text{beam}}$...

Which observations are concerned?



- The fluid limit should be **valid** if $d_{\text{inhom}} \ll d_{\text{beam}}$;
- It is **questionable** if $d_{\text{inhom}} \gg d_{\text{beam}}$...
- ...which is the case for astronomical observations (e.g. supernovae).

Hubble diagram and luminosity-redshift relation

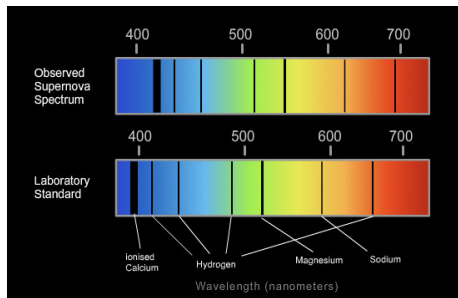


A light source is characterized by:

- 1 its luminosity distance

$$D_L \equiv \sqrt{\frac{L}{4\pi F_{\text{obs}}}},$$

Hubble diagram and luminosity-redshift relation



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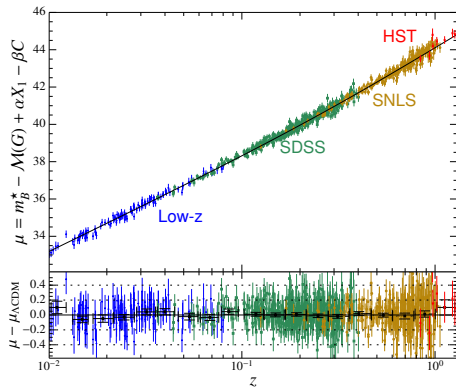
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$$D_L \equiv \sqrt{\frac{L}{4\pi F_{\text{obs}}}},$$

- 2 its redshift

$$z \equiv \frac{\nu_{\text{obs}} - \nu_{\text{em}}}{\nu_{\text{em}}}.$$

Hubble diagram and luminosity-redshift relation



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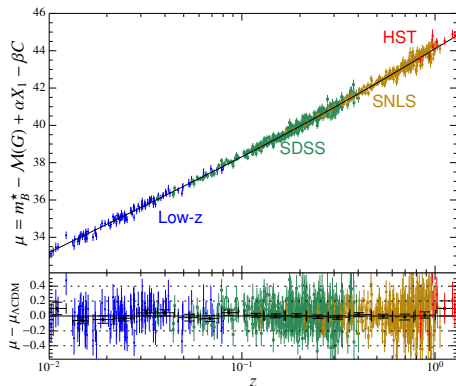
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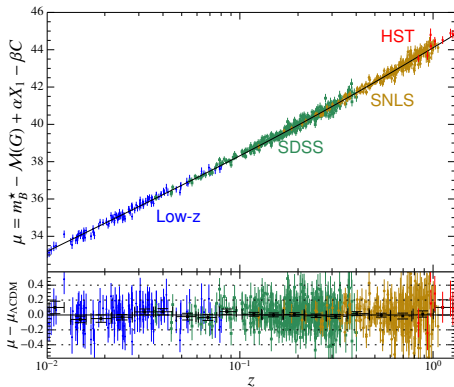
- 2 its redshift

$$z \equiv \frac{\nu_{\text{obs}} - \nu_{\text{em}}}{\nu_{\text{em}}}$$

If light travels through a **homogeneous** and **isotropic** universe, then

$$D_L(z) = (1+z)f_K \left(\int_0^z \frac{d\zeta}{H_0 \sqrt{\Omega_{\Lambda 0} + \Omega_{K0}(1+\zeta)^2 + \Omega_{m0}(1+\zeta)^3}} \right)$$

Hubble diagram and luminosity-redshift relation



A light source is characterized by:

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If light travels through a **more realistic** universe, then

$$D_L(z) = ??$$

The questions we want to answer

Technically

How to model the impact of the small-scale inhomogeneity (i.e. clumpiness) of the Universe on light propagation?

Observationally

How does it change the interpretation of the Hubble diagram?

Philosophically?

Why does the standard Λ CDM model work so well?

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Light rays

- Light rays are **null geodesics**. If v denotes an affine parameter along the ray, the wave 4-vector $k^\mu = dx^\mu/dv$ reads

$$\frac{Dk^\mu}{dv} = 0 \quad \text{and} \quad k^\mu k_\mu = 0.$$

- The **frequency** ν measured by an observer with 4-velocity u^μ is

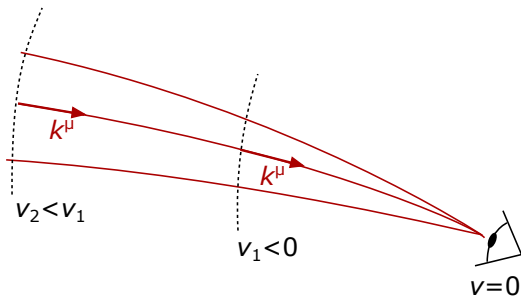
$$2\pi\nu = -u^\mu k_\mu.$$

- The **redshift** z is defined by

$$z \equiv \frac{\nu_{\text{obs}} - \nu_{\text{em}}}{\nu_{\text{em}}}, \quad \text{i.e.} \quad 1 + z = \frac{(u^\mu k_\mu)_{\text{em}}}{(u^\mu k_\mu)_{\text{obs}}}.$$

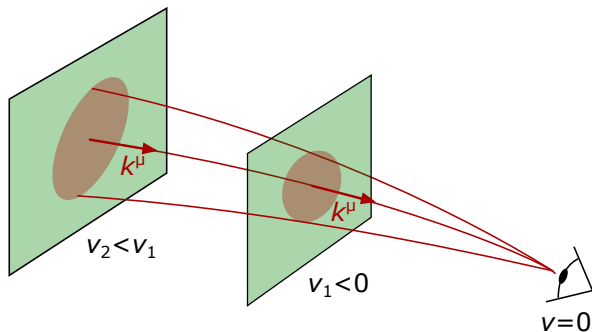
Light beams, Jacobi matrix

Computing angular/luminosity distances requires to consider light *beams* (bundles of null geodesics).



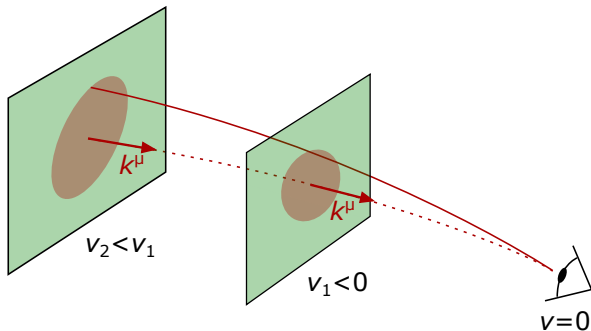
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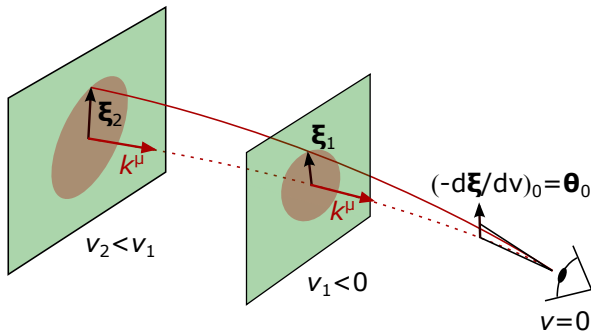
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Light beams, Jacobi matrix

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The **Jacobi matrix** is defined as

$$\mathcal{D}^A_B(v) \equiv \frac{d\xi^A(v)}{d\dot{\xi}^B(0)} = -\frac{d\xi^A(v)}{d\theta^B(0)} \quad A, B \in \{1, 2\}.$$

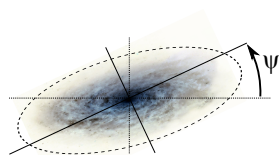
Geometrical meaning of the Jacobi matrix

First note that

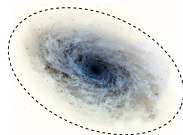
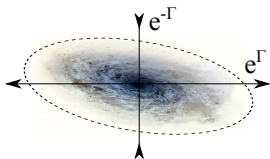
$$\det(\mathcal{D}^A_B) = \frac{d^2\xi}{d^2\theta_0} \stackrel{v \equiv v_s}{=} \frac{\text{source's physical area}}{\text{observed angular size}} \equiv D_A^2 = \left[\frac{D_L}{(1+z)^2} \right]^2,$$

more generally

$$(\mathcal{D}^A_B) = \underbrace{D_A}_{\text{distance}} \underbrace{\begin{pmatrix} \cos \psi & \sin \psi \\ -\sin \psi & \cos \psi \end{pmatrix}}_{\text{rotation}} \exp \underbrace{\begin{pmatrix} -\Gamma_1 & \Gamma_2 \\ \Gamma_2 & \Gamma_1 \end{pmatrix}}_{\text{shear}}.$$



physical source



observed image

Evolution of the Jacobi matrix

From the geodesic deviation equation one derives the **Sachs equation**

$$\frac{d^2 \mathcal{D}^A_B}{dv^2} = \mathcal{T}^A_C \mathcal{D}^C_B,$$

where \mathcal{T}_{AB} is the **optical tidal matrix**

$$\mathcal{T}_{AB} \equiv -R_{\mu\nu\rho\sigma} s_A^\mu k^\nu s_B^\rho k^\sigma.$$

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which can be decomposed into a **Ricci** part and a **Weyl** part

$$(\mathcal{T}_{AB}) = \begin{pmatrix} \mathcal{R} & 0 \\ 0 & \mathcal{R} \end{pmatrix} + \begin{pmatrix} -\text{Re } \mathcal{W} & \text{Im } \mathcal{W} \\ \text{Im } \mathcal{W} & \text{Re } \mathcal{W} \end{pmatrix},$$

where

$$\mathcal{R} \equiv -\frac{1}{2} R_{\mu\nu} k^\mu k^\nu, \quad \mathcal{W} \equiv -\frac{1}{2} C_{\mu\nu\rho\sigma} (s_1^\mu - i s_2^\mu) k^\nu (s_1^\rho - i s_2^\rho) k^\sigma.$$

Evolution of the angular distance

The Sachs equation imply in particular

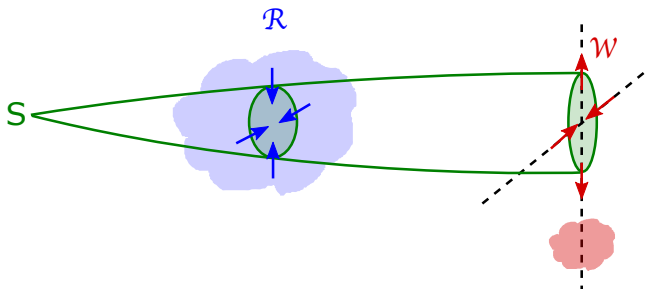
$$\frac{d^2 D_A}{dv^2} = (\mathcal{R} - |\sigma|^2) D_A,$$

$$\frac{dD_A^2 \sigma}{dv} = D_A^2 \mathcal{W},$$

where σ is the shear rate.

Ricci focuses directly, and Weyl indirectly.

Summary



- **Ricci** focuses due to diffuse matter inside the beam, as

$$\mathcal{R} = -4\pi G T_{\mu\nu} k^\mu k^\nu = -4\pi G \omega^2 (\rho + p).$$

- **Weyl** distorts and focuses mostly due to matter outside the beam.

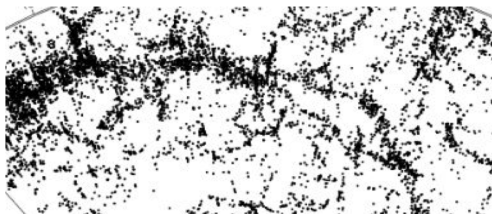
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Swiss-cheese models in brief

[Einstein & Straus 1945]

FL spacetime



Construction

- 1 start from a homogeneous and isotropic model;

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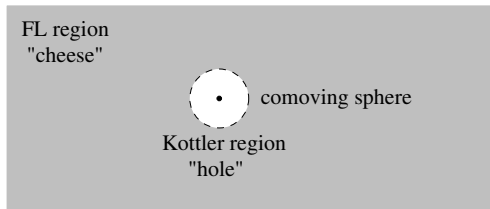
Construction

- 1 start from a homogeneous and isotropic model;
- 2 pick a comoving sphere;



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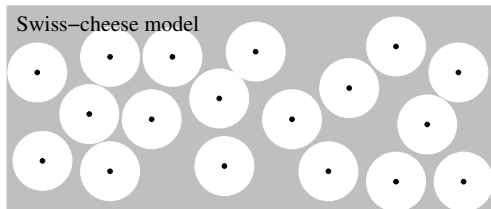


Construction

- 1 start from a homogeneous and isotropic model;
- 2 pick a comoving sphere;
- 3 concentrate the matter it contains at the center;

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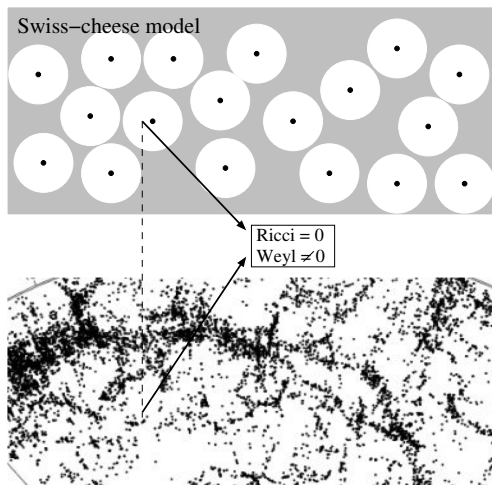


Construction

- 1 start from a homogeneous and isotropic model;
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- 4 do it again, without overlapping holes.

Swiss-cheese models in brief

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Construction

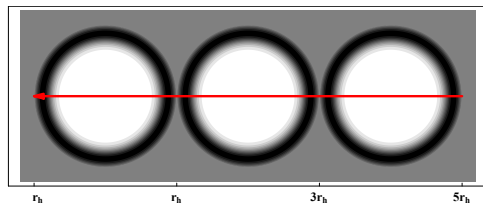
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Main advantage

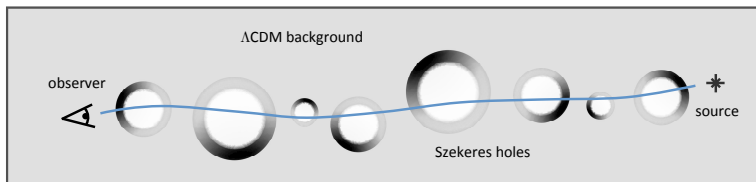
The Ricci-Weyl issue is directly addressed by breaking the fluid approximation.

Other types of Swiss-cheese models

- Lemaître-Tolman-Bondi (LTB) interior [Marra et al. 2007, Brouzakis et al. 2007, Biswas & Notari 2008, Clifton & Zuntz 2009, Valkenburg 2009, Szybka 2011, Bolejko 2011, Flanagan et al. 2012, Lavinto et al. 2013...];



- Szekeres interior [Bolejko & Célérier 2010, Peel et al. 2014, ...]

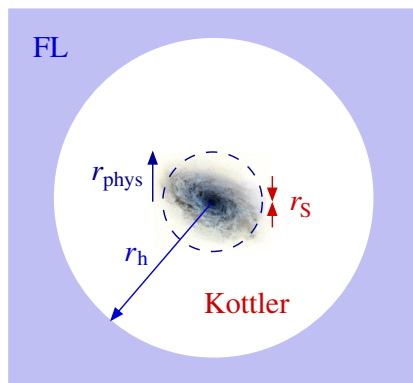


Such models solutions **do not** address the Ricci-Weyl issue.

Orders of magnitude

For us, the masses inside the holes represent bound objects, such as

- galaxies ($M \sim 10^{11} M_{\odot}$);
- clusters of galaxies ($M \sim 10^{15} M_{\odot}$).



Type	galaxy	cluster
r_s (pc)	10^{-2}	100
r_{phys} (kpc)	10	1000
r_h (Mpc)	1	20
ε	10^{-8}	10^{-6}

where

$$\varepsilon \equiv \frac{r_s}{r_h}$$

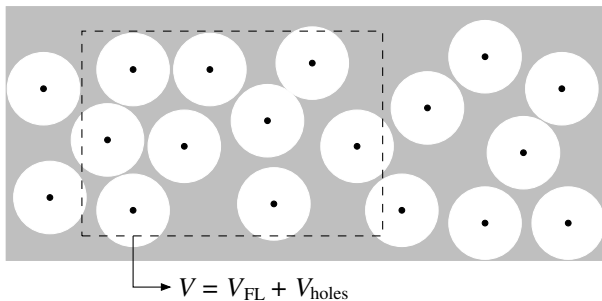
The smoothness parameter

The amount of holes in a given Swiss cheese is quantified by

$$\bar{\alpha} \equiv \lim_{V \rightarrow \infty} \frac{V_{\text{FL}}}{V} = \lim_{V \rightarrow \infty} \left(1 - \frac{V_{\text{holes}}}{V} \right)$$

called the **smoothness parameter**. Hence,

- $\bar{\alpha} = 1$ refers to a perfectly smooth (FL) universe;
- $\bar{\alpha} = 0$ is a universe entirely filled with clumps and holes.

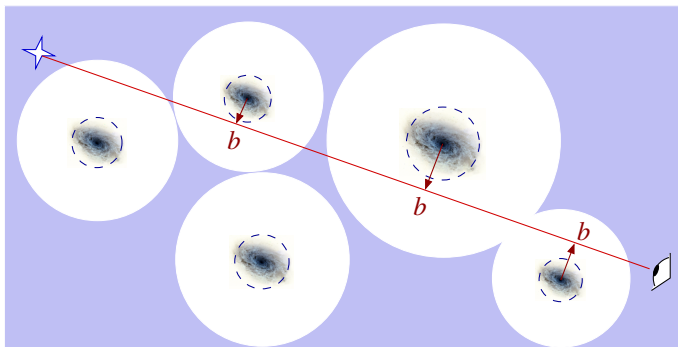


The opacity hypothesis

- We consider the clumps inside holes as **effectively opaque**; thus we only allow for impact parameters b such that

$$b > r_{\text{phys.}}$$

- This is observationally justified in the case of galaxies (signal/noise).



Light propagation in a Swiss cheese

[Kantowski 1969, Dyer & Roeder 1973, Fleury 2014a]

- The $z(v)$ relation is almost unaffected (negligible Rees-Sciama effect);
- Weyl lensing in the holes is very weak if $r_{\text{phys}} \gg r_S$;
- Ricci lensing is effectively reduced,

$$\boxed{\mathcal{R}_{\text{eff}} \approx \alpha \mathcal{R}_{\text{FL}}} \quad \text{with} \quad \alpha = \frac{\Delta v_{\text{cheese}}}{\Delta v_{\text{tot}}} \in [0, 1] \approx \bar{\alpha}$$

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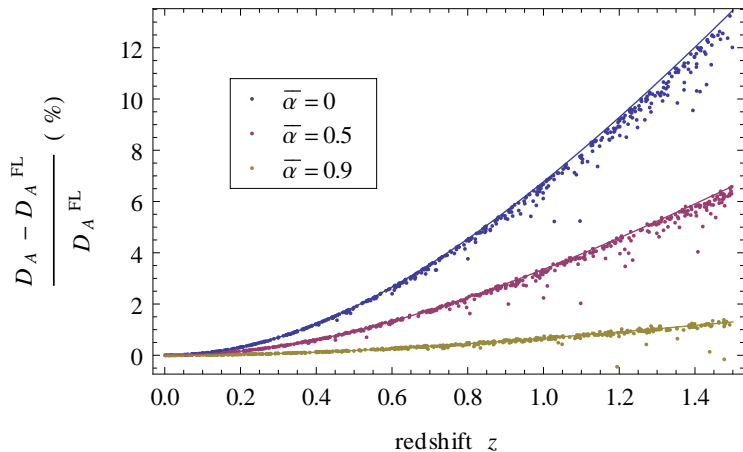
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This leads to the Kantowski-Dyer-Roeder distance equation

$$\frac{d^2 D_A}{dv^2} = -4\pi G \alpha \rho (1+z)^2 D_A.$$

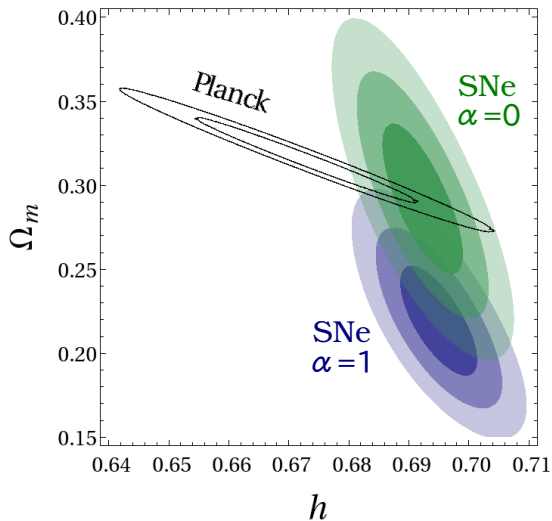
Light effectively propagates in an underdense homogeneous universe.

Numerical illustration



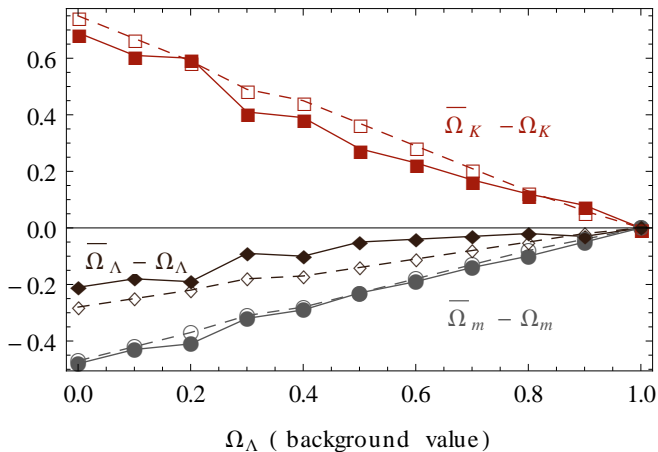
Relieving the tension between SNe and the CMB

[Fleury et al. 2013b]



Dependence in the cosmological constant

[Fleury et al. 2013a]



Summary

Results

- The Hubble diagram is biased in a clumpy universe,
- not enough to kill Λ ,
- but enough to explain the tension between SNe and the CMB.
- Why does Λ CDM work so well? Because of Λ !

We need to go further

- How to measure α ?
- How to efficiently estimate the shear?
- Swiss-cheese models do not allow for the large-scale structure.

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The idea

The idea

Treating lensing as a diffusion process.

The Sachs-Langevin equations

Consider the equation for the Jacobi matrix as

$$\ddot{\mathcal{D}} = \left(\begin{bmatrix} \langle \mathcal{R} \rangle & 0 \\ 0 & \langle \mathcal{R} \rangle \end{bmatrix} + \underbrace{\begin{bmatrix} \delta \mathcal{R} & 0 \\ 0 & \delta \mathcal{R} \end{bmatrix}}_{\text{Ricci fluct.}} + \underbrace{\begin{bmatrix} -\mathcal{W}_1 & \mathcal{W}_2 \\ \mathcal{W}_2 & \mathcal{W}_1 \end{bmatrix}}_{\text{Weyl fluct.}} \right) \mathcal{D}$$

where $\delta \mathcal{R}$, \mathcal{W}_A are **white noises**, with

$$\begin{aligned} \langle \delta \mathcal{R}(v_1) \delta \mathcal{R}(v_2) \rangle &= C_{\mathcal{R}}(v_1) \delta(v_1 - v_2) \\ \langle \mathcal{W}_A(v_1) \mathcal{W}_B(v_2) \rangle &= C_{\mathcal{W}}(v_1) \delta_{AB} \delta(v_1 - v_2) \\ \langle \delta \mathcal{R}(v_1) \mathcal{W}_A(v_2) \rangle &= 0 \end{aligned}$$

The covariance amplitudes C_X represent

$$C_X \sim (\text{fluctuations of } X)^2 \times \text{correlation interval } \Delta v$$

The Fokker-Planck equation

The probability density function $p(\mathcal{D}, \dot{\mathcal{D}}; \nu)$ satisfies

$$\frac{\partial p}{\partial \nu} = -\dot{\mathcal{D}}_{AB} \frac{\partial p}{\partial \mathcal{D}_{AB}} - \langle \mathcal{R} \rangle \mathcal{D}_{AB} \frac{\partial p}{\partial \dot{\mathcal{D}}_{AB}} + \frac{1}{2} (C_{\mathcal{R}} \delta_{AE} \delta_{CF} + C_{\mathcal{W}} \delta_{AC} \delta_{EF} - C_{\mathcal{W}} \varepsilon_{AC} \varepsilon_{EF}) \mathcal{D}_{EB} \mathcal{D}_{FD} \frac{\partial^2 p}{\partial \dot{\mathcal{D}}_{AB} \partial \dot{\mathcal{D}}_{CD}},$$

with a **drift term** and a **diffusion** term.

- It generates evolution equations for the moments of $p(\mathcal{D}, \dot{\mathcal{D}}; \nu)$.
- Order- n moments form a closed system (no hierarchy).
- Everything is contained in the functions $\langle \mathcal{R} \rangle(\nu)$, $C_{\mathcal{R}}(\nu)$, $C_{\mathcal{W}}(\nu)$.

Moments of the angular distance distribution

- Correction to the average distance: if D_0 is the distance for $\delta\mathcal{R} = \mathcal{W} = 0$,

$$\begin{aligned}\delta_{D_A} &\equiv \frac{\langle D_A \rangle - D_0}{D_0} \\ &\approx - \int_0^v dv_1 \int_0^{v_1} dv_2 \int_0^{v_2} dv_3 \left[\frac{D_0^2(v_3)}{D_0(v_1)D_0(v_2)} \right]^2 2C_{\mathcal{W}}(v_3)\end{aligned}$$

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- Variance of the distance:

$$\frac{d^3}{dx^3} \left(\frac{\sigma_{D_A}}{D_0} \right)^2 - 2D_0^6 (C_{\mathcal{R}} - 2C_W) \left(\frac{\sigma_{D_A}}{D_0} \right)^2 \approx 2C_{\mathcal{R}}D_0^6 + 6 \int dx \left[\frac{d^2 \delta_{D_A}}{dx^2} \right]^2,$$

with the variable x defined as $dx = D_0^{-2}dv$.

Application to Swiss-cheese models

- We use Swiss-cheese models as a *benchmark* of the method.
- $\langle \mathcal{R} \rangle$, $C_{\mathcal{R}}(v)$, $C_{\mathcal{W}}(v)$, can be calculated analytically, e.g.

$$C_{\mathcal{W}} = \frac{3}{2}(1 - \alpha)H_0^2\Omega_{m0}(1 + z)^6 \left\langle \frac{(2GM)^{4/3}}{\langle (2GM)^{1/3} \rangle r_{\text{phys}}^2} \right\rangle$$

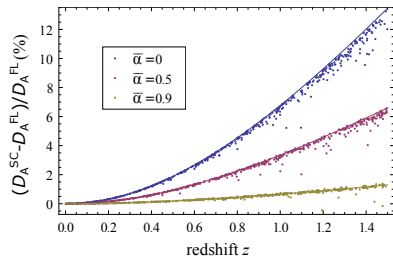
Notice. For galaxies $C_{\mathcal{W}} \sim H_0^3$; for stars $C_{\mathcal{W}} \sim 10^{10}H_0^3$!

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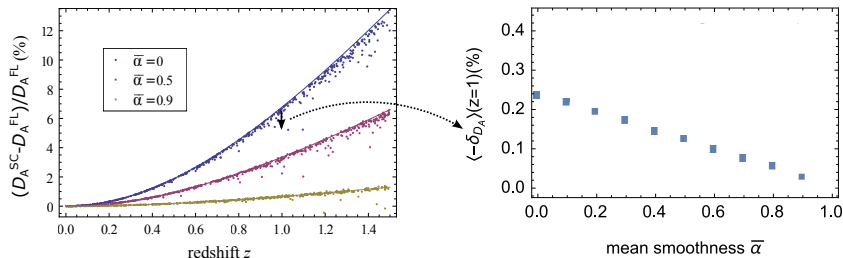


Application to Swiss-cheese models

- We use Swiss-cheese models as a *benchmark* of the method.
- $\langle \mathcal{R} \rangle$, $C_{\mathcal{R}}(v)$, $C_{\mathcal{W}}(v)$, can be calculated analytically, e.g.

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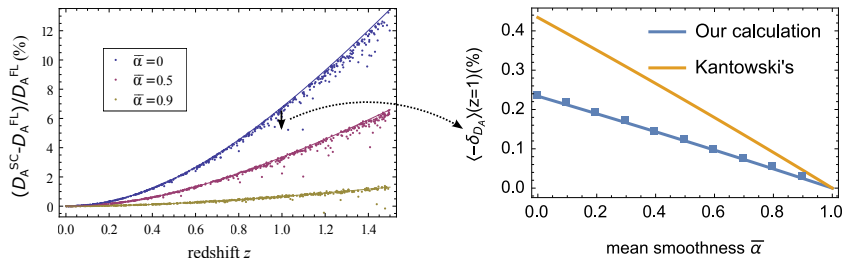


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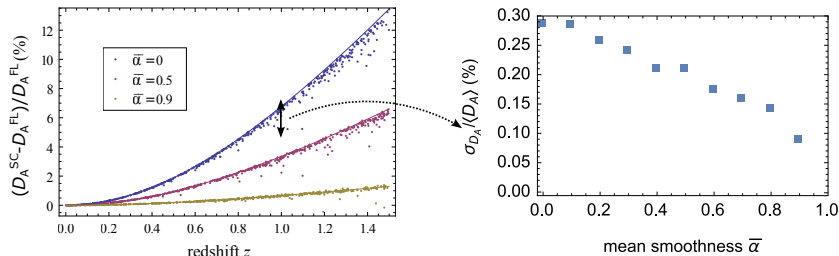


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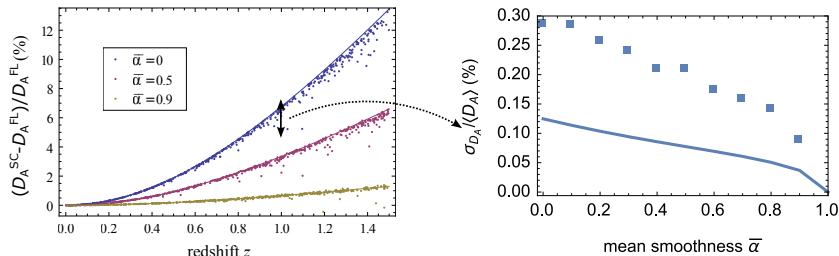


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The problem of nongaussianity

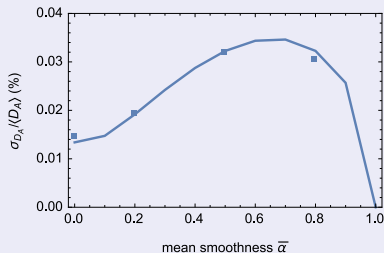
- The Fokker-Planck approach assumes **gaussian** noises.
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Two arguments

- 1 Reducing the nongaussianity (by increasing r_{phys}) gives a much better agreement between theory and ray-tracing.
- 2 Direct simulations of the Sachs-Langevin equation (J. Larena) give
 - ▶ the theoretical result for a Gaussian noise;
 - ▶ the ray-tracing result for the appropriate nongaussian noise,
 - ▶ nongaussian \rightarrow Gaussian as the integration step is reduced.

Concluding thoughts

On stochastic lensing

- A promising framework, because simple and flexible.
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- The role of clumpiness on lensing is not fully understood yet.
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On stochastic lensing

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More generally

- The role of clumpiness on lensing is not fully understood yet.
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What's next?

- Write my thesis.
- Observational/numerical constraints on α ? (I need you!)
- Apply stochastic lensing to realistic models.
- Maths: how to extend Fokker-Planck to nongaussian noises?

Merci pour votre attention.



Light propagation in Bianchi I

Bianchi spacetimes are models of homogeneous but possibly anisotropic universes. Bianchi I is one of them:

$$ds^2 = -dt^2 + X^2(t)dx^2 + Y^2(t)dy^2 + Z^2(t)dz^2.$$

Bianchi I is well known, but its optical properties have not been comprehensively studied.

Result [Fleury et al. 2014c]

- An exact expression for the Jacobi matrix \mathcal{D}^A_B in Bianchi I

$$\mathcal{D}(\eta_s \leftarrow \eta_o) = a(\eta_s)(\boldsymbol{\mathcal{E}}^{-1})^T \int_{\eta_s}^{\eta_o} \tilde{\omega}^{-1} \boldsymbol{\mathcal{E}}^T \boldsymbol{\mathcal{E}} d\eta.$$

- Ideas of new observables to constrain anisotropy.

Stability and causality of scalar-vector models

- Recent interest in inflationary/dark energy models involving both scalar and vector fields.
- Motivated by the large-scale anomalies of the CMB [Planck 2013], or large-scale/primordial magnetic fields [Bonvin et al. 2013,...].
- Problem: there is a priori an infinite amount of models to tests.

Goal

Select the scalar-vector models that are physically acceptable, i.e.

- 1 stable (Hamiltonian by below),
- 2 causal (hyperbolic equations of motion).

Result [Fleury et al. 2014b]

Among a very large (but not comprehensive) class of models involving a scalar ϕ and a vector A^μ , the acceptable Lagrangians read

$$\mathcal{L} = -\frac{1}{2}f_0[\phi, (\partial\phi)^2] - \frac{1}{4}f^2(\phi)F^{\mu\nu}F_{\mu\nu} - \frac{1}{4}g(\phi)F^{\mu\nu}\tilde{F}_{\mu\nu}.$$

Affine parameter-redshift relation

Effect of one hole on the redshift:

- the hole grows (its frontier is comoving), hence $\Phi(r_{\text{in}}) < \Phi(r_{\text{out}})$;
- this gravitational redshift, similar to the integrated Sachs-Wolfe (ISW) effect adds to the usual cosmological redshift.

The exact formula for the redshift is [Dyer 1975, Fleury 2014a]

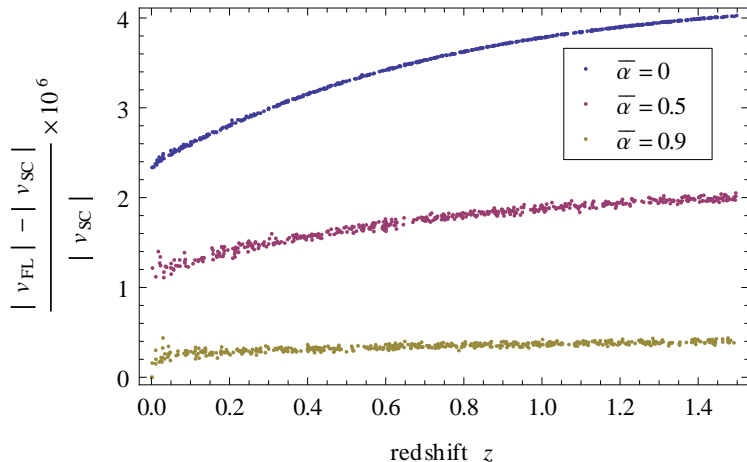
$$\begin{aligned}(1+z)_{\text{in} \rightarrow \text{out}} &= \frac{A_{\text{out}}}{A_{\text{in}}} \frac{1 + \sqrt{1 - A_{\text{in}}/\gamma^2} \sqrt{1 - A_{\text{in}} (b/r_{\text{in}})^2}}{1 - \sqrt{1 - A_{\text{out}}/\gamma^2} \sqrt{1 - A_{\text{out}} (b/r_{\text{out}})^2}}, \\ &= \frac{a_{\text{out}}}{a_{\text{in}}} [1 + \mathcal{O}(\varepsilon)]\end{aligned}$$

Conclusion

The Swiss-cheese inhomogeneities do not change the $z(v)$ relation.

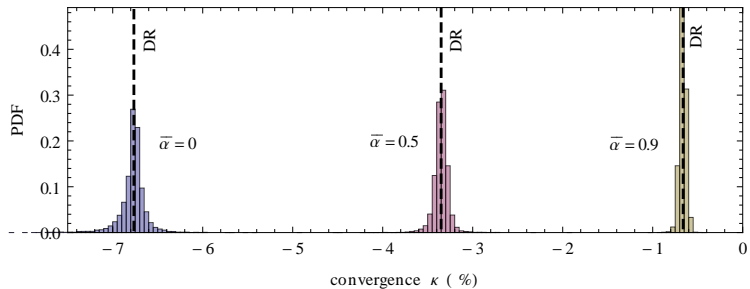
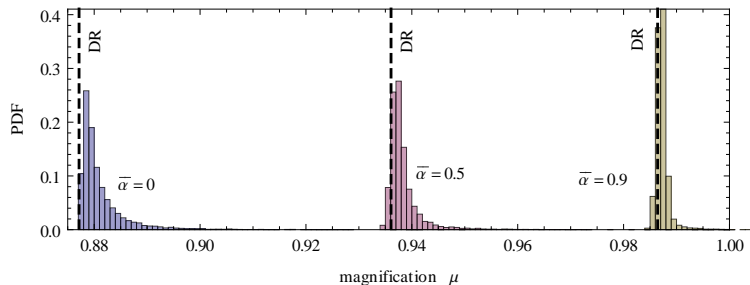
Numerical illustrations

$z(\nu)$ relation



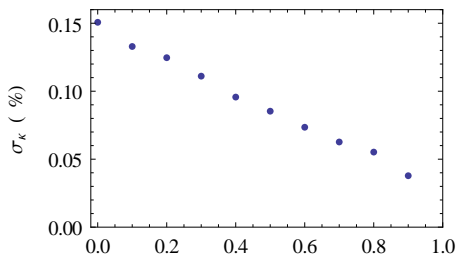
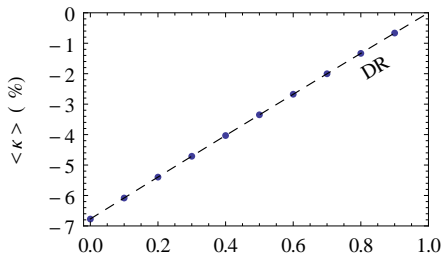
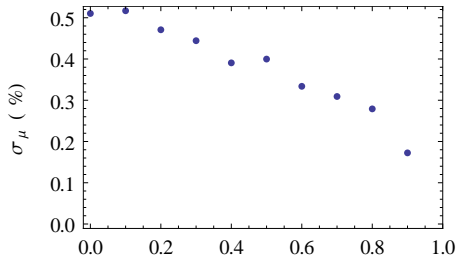
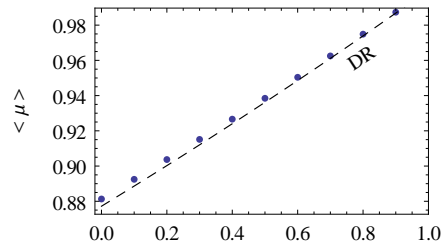
Weak lensing in a Swiss-cheese universe

Magnification and convergence: PDFs



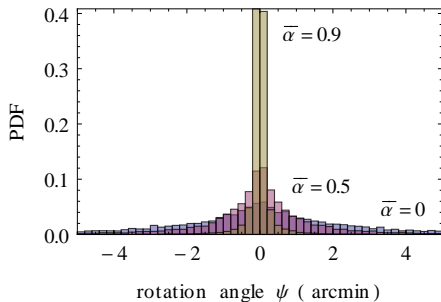
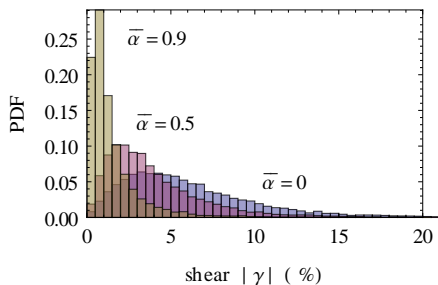
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Magnification and convergence: mean and standard deviation



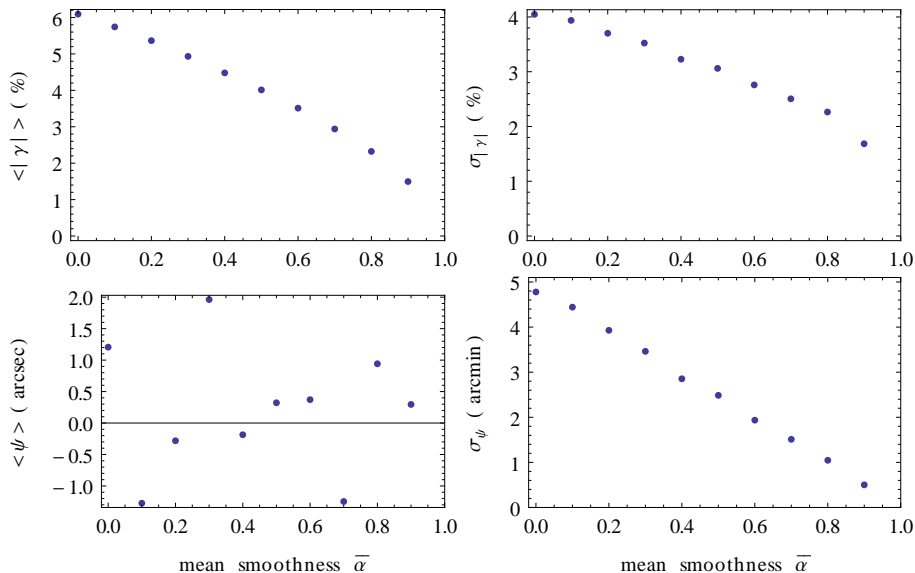
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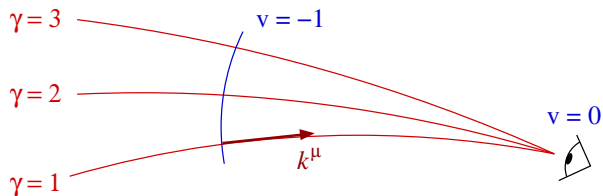
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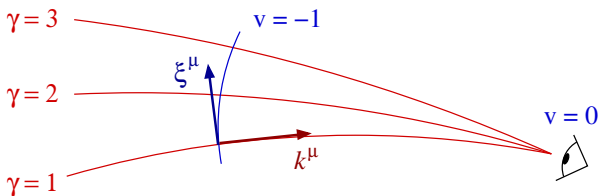
Light beams

A light beam is a **bundle of null geodesics** $\{x^\mu(v, \gamma)\}$.



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The relative behaviour of two neighbouring geodesics is described by their **separation vector**

$$\xi^\mu \equiv \frac{\partial x^\mu}{\partial \gamma},$$

which reads

$$k^\mu \xi_\mu = 0,$$

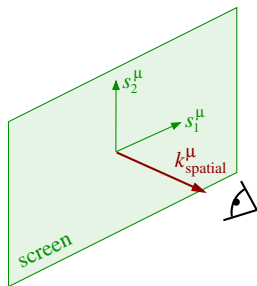
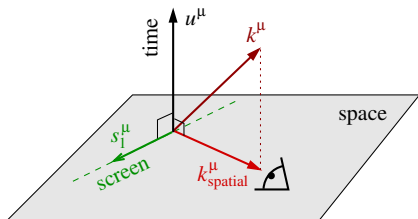
and

$$\frac{D^2 \xi^\mu}{dv^2} = R^\mu{}_{\nu\alpha\beta} k^\nu k^\alpha \xi^\beta$$

The Sachs basis

An observer with 4-velocity u^μ sees the light beam by projecting it on a **screen**, spanned by two vectors $(s_A^\mu)_{A \in \{1,2\}}$ with

$$s_A^\mu u_\mu = s_A^\mu k_\mu = 0, \quad g_{\mu\nu} s_A^\mu s_B^\nu = \delta_{AB}.$$

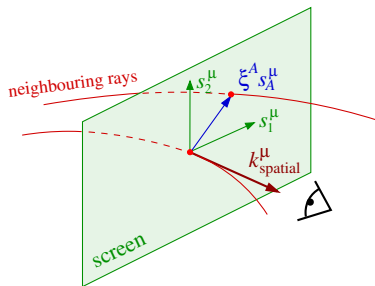
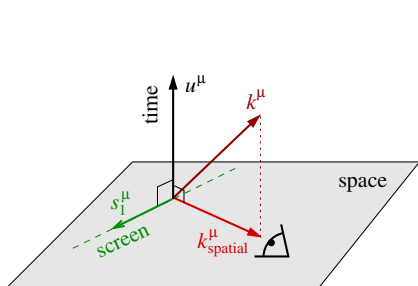


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Projection of the separation vector on the screen: $\xi_A \equiv \xi_\mu s_A^\mu$



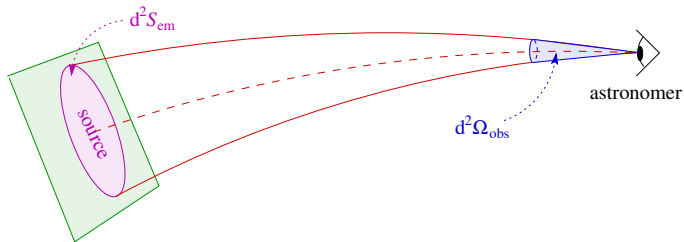
Angular distance

The angular distance D_A is defined by

$$D_A \equiv \sqrt{\frac{d^2 S_{\text{em}}}{d^2 \Omega_{\text{obs}}}}$$

It is related to the Jacobi map by

$$D_A = \sqrt{|\det \mathcal{D}|}$$



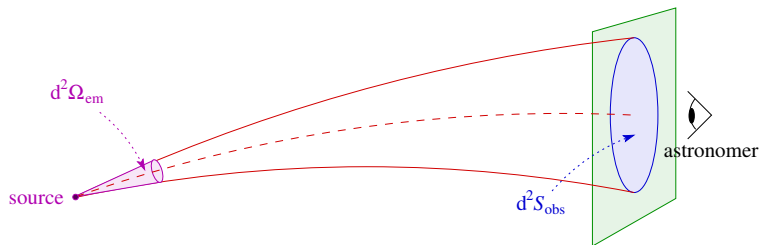
Luminosity distance

The luminosity distance is defined by

$$L_{\text{source}} = F_{\text{obs}} \times 4\pi D_L^2 \implies D_L = (1+z) \sqrt{\frac{d^2 S_{\text{obs}}}{d^2 \Omega_{\text{em}}}}$$

It is related to the Jacobi map by

$$D_L = (1+z)^2 D_A = (1+z)^2 \sqrt{|\det \mathcal{D}|}$$



A new tool: the Wronski matrix

To deal more easily with a patchwork a spacetimes, we extend the Jacobi matrix formalism for arbitrary initial conditions

$$\text{if } \xi(v_0) = \mathbf{0} \text{ then } \quad \xi(v) = \mathcal{D}(v \leftarrow v_0) \cdot \dot{\xi}(v_0)$$

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$$\xi(v) = \mathcal{C}(v \leftarrow v_0) \cdot \xi(v_0) + \mathcal{D}(v \leftarrow v_0) \cdot \dot{\xi}(v_0)$$

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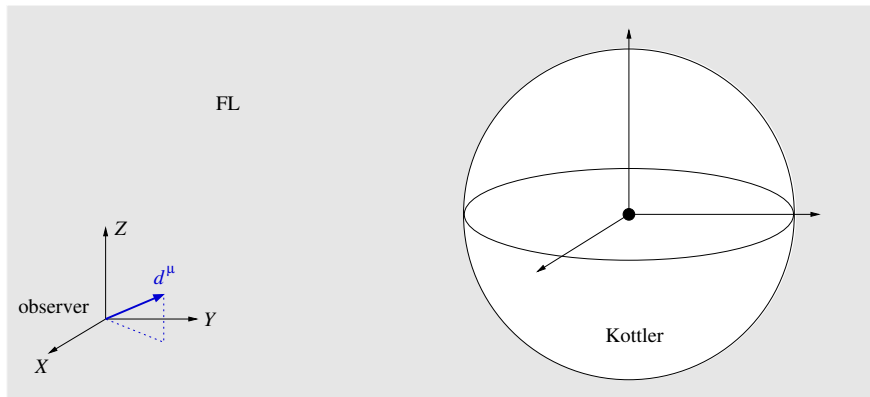
The Wronski matrix \mathcal{W} satisfies a Chasles-like relation

$$\mathcal{W}(v_3 \leftarrow v_1) = \mathcal{W}(v_3 \leftarrow v_2) \cdot \mathcal{W}(v_2 \leftarrow v_1)$$

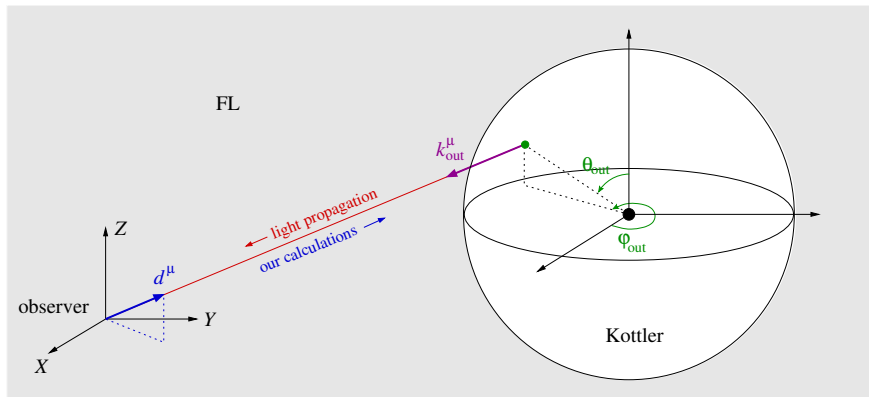
Application to the Swiss-cheese

$$\mathcal{W}(v_{\text{em}} \leftarrow 0) = \mathcal{W}_{\text{FL}}(v_{\text{em}} \leftarrow v_{\text{in}}^{(1)}) \cdot \mathcal{W}_{\text{K}}(v_{\text{in}}^{(1)} \leftarrow v_{\text{out}}^{(1)}) \cdot \mathcal{W}_{\text{FL}}(v_{\text{out}}^{(1)} \leftarrow v_{\text{in}}^{(2)}) \\ \cdots \mathcal{W}_{\text{K}}(v_{\text{in}}^{(N)} \leftarrow v_{\text{out}}^{(N)}) \cdot \mathcal{W}_{\text{FL}}(v_{\text{out}}^{(N)} \leftarrow 0).$$

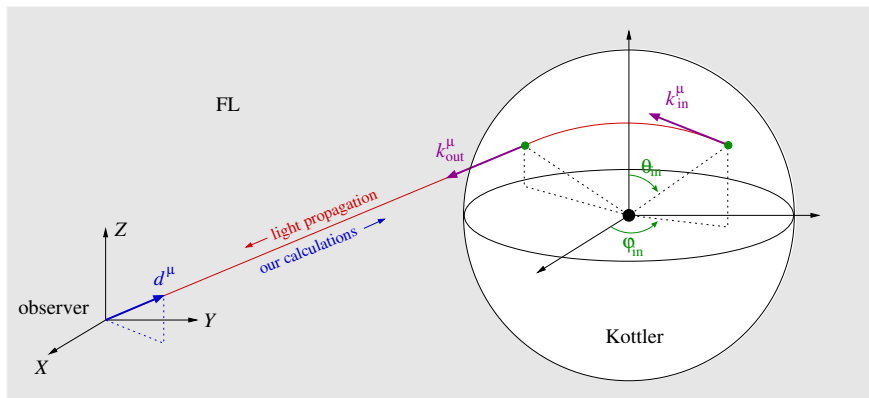
Simulating a cosmological observation



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